

Title: Information

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Hail and well met!  
I trust ye have some  
interest in the Moonglow  
Town Council as ye are  
reading this book. This  
book is not designed to  
be the satration campaign  
that some guilds use,  
merely as an information  
guide to those who want  
information.

Items that are not meant  
to be 'in character' \*see  
later section\* will be put  
in [brackets] to indicate  
such.

What is the Moonglow  
Town Council?

It is the government of  
Moonglow. [MTC is the  
recognised government of  
Moonglow that has been  
in place for the past 2  
years. It participates in  
many quests, events, and  
tournaments. We hold  
many quests, plots,  
conspiracies, etc as well.  
MTC is a lawful-evil guild  
that seeks power for its  
own ends with a  
puritanical approach to all  
other guilds. In other  
words, we are so holy  
that we kill anyone that  
we think isn't good  
enough! MTC is a  
roleplaying guild and  
requires all members to  
roleplay 100% of the  
time. No exceptions. This  
is refered to be as being  
'in character'. Roleplaying  
is not as hard as one  
might believe. It means  
you simply act the way a  
person would act when  
placed in a situation,

kinda like being in a play! If your character is a paladin, he would certainly heal and resurrect the poor newbie that just died. If he was an evil mage, he might resurrect the fellow as long as he agreed to be his slave for a limited period of time. On the Atlantic shard, there are literally HUNDREDS of other roleplayers that actively play. MTC has 20 members as of 3/02/04. You will always be able to find someone to interact with.]

Why join MTC?

[Well, joining a guild always provides a sense of community. MTC goes one step further. We will introduce you dozens of other guilds to form alliances with, fight in honorable combat (non-loot, no attack on sight) with honorable wars as well. Think we are just for trammies? Think again. The mayor of Moonglow also happened to be the faction-leader for the Council of Mages for a very long time. Also, many of our members are avid PvPers and will gladly prove you wrong if you think MTC is too weak for you. We will HELP you train as well as teach you anything you desire. We desire self-improvement and to achieve that, we must improve the self. That means you!]

How do I join?

Visit the MTC Headquarters in Tram at the Villa along the south west corner of the isle. Also, visit

<http://www.greypawn.com/>  
MTC for more  
information or a join  
application.]

How often do you guys  
fight other people?  
[That all depends. We  
usually have an organized  
raid (normally 10vs10)  
every week. You can find  
1 v 1 fights by visiting  
enemy cities, towns, or  
guildhouses. If you want  
massive war, we have  
organized HUGE 100 man  
fights that have lasted  
hours before.]

War doesnt excite me,  
can I do something else?  
[Certainly! This is a  
government, after all! We  
have openings for any  
range of civil service  
jobs as well as jobs  
regarding crafting,  
diplomacy, and other  
government roles.]

My name is SiR SlaHyAh,  
can I join?  
[We do require a  
roleplaying oriented name.  
Sir Shawn would be an  
acceptable name, DisCo  
StU would not.]

Oh, Ill make a new  
character. Do you mind if  
he sucks?  
[Not at all. There's a  
place for everyone]  
That's pretty nifty. Who  
are you again?  
Im Ket Tarma, Vice  
Mayor of Moonglow and I  
think you should put  
this book down and talk  
to me if you need more  
information.